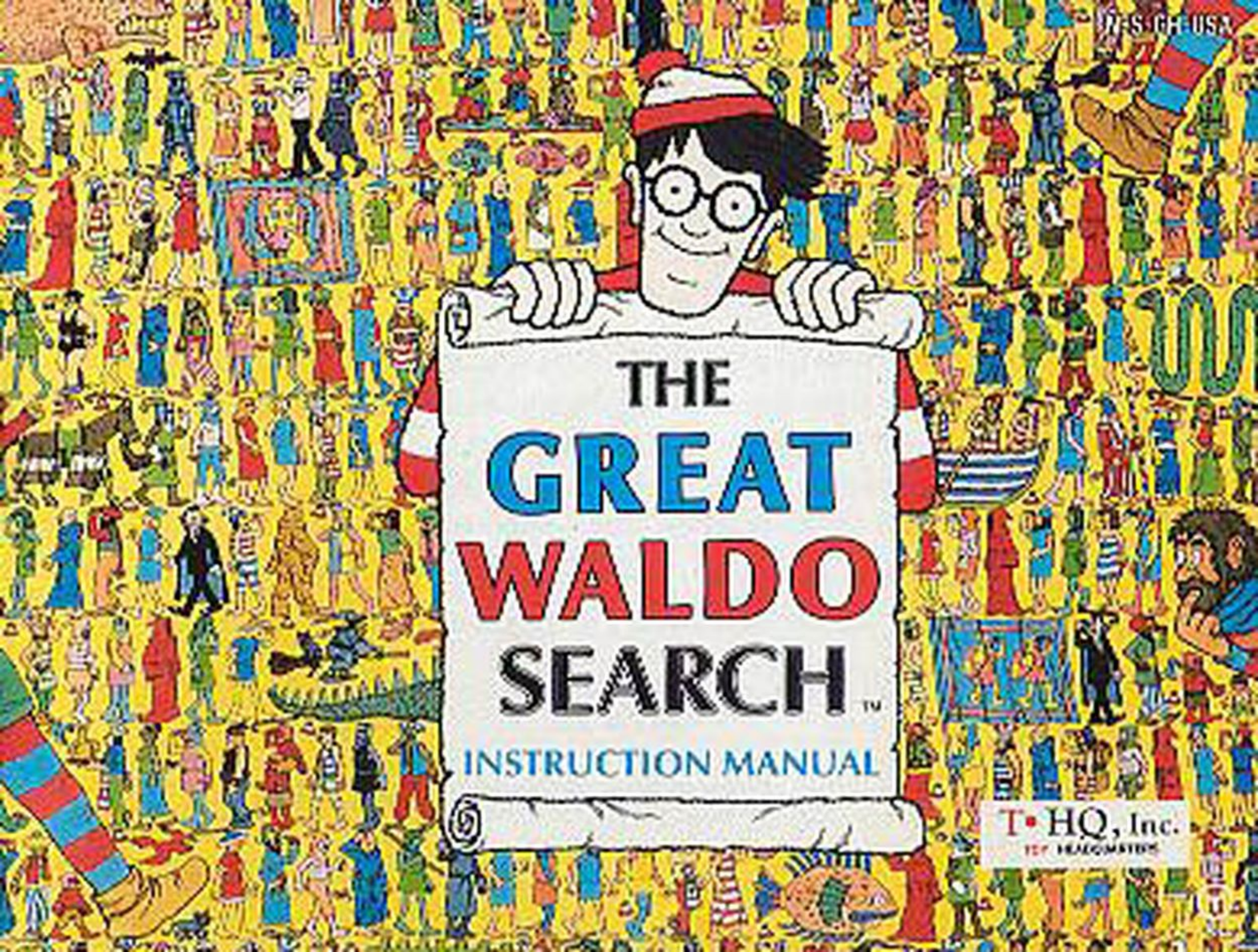
D-S-GR-USA
THE
GREAT
WALDO
SEARCH™
INSTRUCTION MANUAL
T•HQ, Inc.

INTRODUCTION

Thank you for adding **The Great Waldo Search™** to your video game library. We hope you enjoy many hours of entertainment as you explore our "video pages" looking for the elusive traveler. Remember, every time you begin a new game our hero will be hidden in a new place! Every game is a new experience!

Please take the time to read this instruction manual. This will allow you to thoroughly enjoy the challenges and adventures that await you! For our younger players, be sure to read about the special Parent Feature.We truly hope you have a pleasurable time with **The Great Waldo Search™** for the Nintendo Entertainment System!

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Nintendo ENTERTAINMENT SYSTEM®

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

SAFETY PRECAUTIONS

Follow these suggestions to keep your **GREAT WALDO SEARCH™** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System (“NES”) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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It seems that Waldo's good friend, the wizard Whitebeard, has lost five magic scrolls in the Realms of Enchantment. He asks Waldo if he can locate the scrolls for him before it's too late!

Well, our globetrotting hero can't resist a challenge, so he takes his trusty canine companion Woof along on their new adventure! Now it's up to YOU to spot Waldo and the missing scrolls as well as bonus points and much more! So keep a sharp lookout for fun in this colorful fantasy for the whole family!

LET THE QUEST BEGIN...

Insert the **Great Waldo Search™** cartridge into your Nintendo Entertainment System and turn the machine on. Press **Start** to begin the game. You are given a choice between Normal and Expert levels.

The Normal mode is for beginners. The objects are easier to find because you see more of them. The Expert mode has the same objects, but you see less of them (actual size), on the screen because they are hidden better.

If you have chosen either the Normal or Expert difficulty level, you can choose which of the 4 areas to begin your search. The areas are:

Land of the Gargantuas
Kingdom of the Carpet Flyers
Water Monks vs. Fire Druids
The Enchanted Underground

You can choose any of them in any order you wish by using the control pad to move left or right and then pressing the A Button when the picture from the realm you wish to visit appears in Whitebeard's crystal ball. The clock starts running when you arrive at each level, so search quickly!

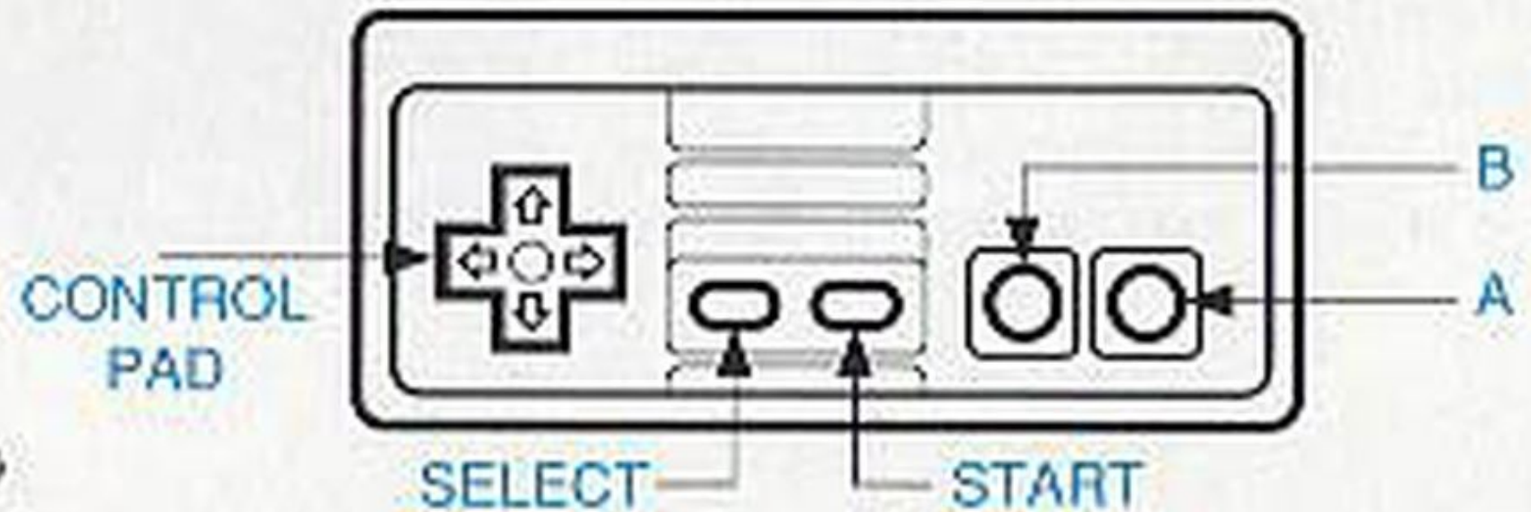
CONTROLLER #1

Start and **Select** - Reset the game to the very beginning!

A Button - Press to collect items and people from the screen. Also use to make selections from Whitebeard's crystal ball.

B Button - Press to cancel a previous selection.

Control Pad - Moves magnifying glass up, down, left and right across the screen. Also is used to toggle between choices on the crystal ball.



CONTROLLER #2

***Special Parent Feature!** For those of you who wish to assist young players on their search for Waldo and the magic scrolls, we offer these helpful tactics. Make sure both controllers are inserted into the NES before beginning the game. If the person you are playing with needs assistance, take controller #2 and use as follows:

A Button : Forces the movement to the screen containing Waldo, then the screen containing the magic scroll then the screen con-taining Woof. This happens only when the A Button is being held.

B Button: If the player just needs a little extra time to complete the search, press the B Button to turn off the time function.

**However, by activating the Parent Feature the Game will require that Woof be found inorder to complete the level.*

WHAT TO LOOK FOR

Scrolls - You need to find a scroll in each level in order to complete your search.

Clocks - Get bonus time and points for every clock you obtain! Look for special clocks in the expert level(See Notes Section)

Point Markers - Small plates with scores on them will add to your total point score by collecting them.

Woof - When you find Waldo's dog you will be taken to a bonus round. You'll see him flying a magic carpet over a fantastic cityscape. Grab all the bonus points you can by maneuvering the carpet with the Control Pad. You'll return to the level you were searching after the bonus round is completed.

Waldo - Well, what would this game be called if you weren't looking for you-know-who? You need to find Waldo (and the scroll) in each level to graduate to the next one.

• The Expert mode also features a bonus challenge! When you find two clocks in a row, the time stops and a clue comes at the top of the screen for an item or person that you need to find with the magnifying glass. Once you find it, you'll be awarded bonus points!

• When playing in either the Normal or Expert games, you will return to the Selection Stage after successfully completing each search. You can choose which level to try next. After compleling the first four searches, you automatically go to the Super Waldo Challenge! This is the last (and most difficult) puzzle! In the Land of the Waldos, you start by looking for the Waldo that is missing a shoe . . . Try to complete the challenge five times for a "quick game" score. Do this if you don't have the time to play a complete game.

GAME NOTES

• TIME. Because time is of the essence, you must complete the search in each level before the clock runs out. Collecting hidden clocks throughout each level buys you some extra searching time. If you run out of time, you will see a lose screen and your points will be tallied up. If you wish to keep playing a continue feature returns you to a new game.

• If you return to play after a loss, an extra clock will be awarded to you (to give you just a little more time). Once again, good luck on your search for the magic scrolls!

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:
T•HQ, Inc. (Hoy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the T•HQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ, Inc. Consumer Service Department at the phone number noted. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T•HQ, Inc., enclosing a check or money order for $10.00 payable to T•HQ, Inc. T•HQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL T•HQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long and implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

FCC REGULATIONS

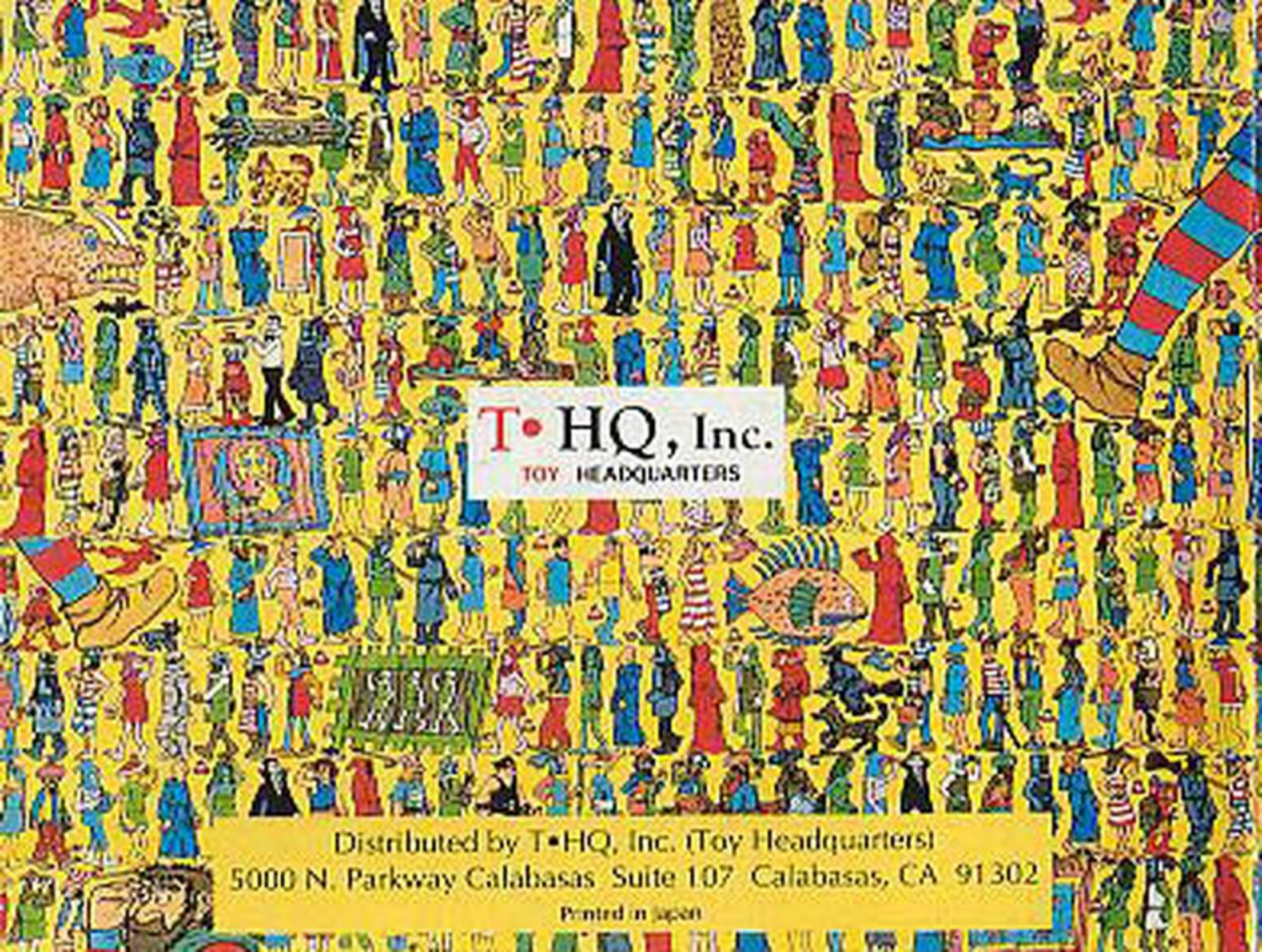
This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

NOTES



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